

APRIL/MAY 2024

**23UCA21 — OBJECT ORIENTED
PROGRAMMING CONCEPTS USING C++**

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

- 1. Mention any two advantages of Object Oriented Programming.**
- 2. Write down the syntax of Switch statement.**
- 3. How to declare Objects in C++?**
- 4. What is meant by Static Variables?**
- 5. Define Operator Overloading.**
- 6. What is an Abstract Class?**
- 7. Specify the purpose of this Pointer.**
- 8. Define Polymorphism.**
- 9. Distinguish between Binary and ASCII files.**
- 10. Write the use of Templates.**

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Write short note on Break and Continue statements.

Or

- (b) Explain the Function Overloading with an example.

12. (a) Discuss about the Friend Functions.

Or

- (b) Elucidate the BitField with suitable example.

13. (a) Briefly describe about the Type Conversion.

Or

- (b) Expound the concept of Virtual Base Class with an example.

14. (a) What is meant by Pointers to derived classes? Discuss about it.

Or

- (b) Write down the new and delete Operators.

15. (a) Give an account on File Modes.

Or

- (b) Discuss about the Random Access Operation.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Explain in detail about the C++ loops with an example program.

17. What is meant by Constructor? Explain with their types.

18. Explain the Single Inheritance with suitable example.

19. Exemplify the importance of Virtual Function.

20. How to handle an Exception? Explain in detail.